Listing of claims:

1-27. (Canceled)

28. (Previously Presented) A computer implemented method for designing and planning workforce evolution comprising the steps of:

A) identifying a portfolio of candidate workforce organizational topologies;

B) identifying an original workforce organizational topology, said topology specifying viable paths from one node to another node in the workforce organizational topology;

C) comparing said candidate topologies for suitability of employment against a mix of workforce topological internal and external constraints; and

D) defining criteria for selection of at least one candidate topology for a specified mix of internal and external constraints, said criteria defining step comprising the steps of:

1) computing a cost as a function of candidate topologies; and

2) selecting an optimal topology by finding the topology which minimizes the cost among the space of topologies satisfying the constraints;

E) characterizing the workforce evolution over time as a function of dynamic workforce events, dynamic workforce events including transitions within the workforce, arrivals to the workforce and departures from the workforce, said characterizing step comprising the steps of:

1) identifying one or more time periods of interest;

2) modeling with evolution rates data;

3) identifying a present state; and

4) computing an achievable state of the workforce;

F) identifying feasibility of target states of the workforce, said feasibility identifying step comprising the steps of:

1) identifying one or more target states;

2) computing achievable states and checking whether the achievable states are one of the target states; and

3) identifying a space of controlled evolution rates and computing elements of the

space of controlled evolution rates, which after implementation would result in one of the target states, or identifying that no such element of the space of controlled evolution rates exists.